KONG STRIKES BACK

The program runs on the Amstrad CPC 464.

LOADING

Place the rewound cassette in the cassette deck. Type RUN " and then press enter key. Follow the instructions as they appear on the screen. If there is a disk attached then type Itape followed by RUN ". In case of difficulty refer to chapter 2 of the user instruction booklet.

PLAYING

Guide your man up the fairground track to rescue your damsel in distress who is waiting impatiently for you at the top of the track. She is guarded by Kong who regularly releases cars down the Roller Coaster..You must avoid the cars or you will be knocked off the track and lose one of your four lives. You must also avoid other obstacles such as Waltzers, Hobby Horses, Bouncing Balls and Springs, and Swinging Gyms. You may stop the cars by bombing them but Kong will push another one out immediately. If your bonus time reaches zero you lose a life.

CONTROLS

Your man may be controlled by using either the Keyboard or a Joystick. Either mode may be selected by following the on-screen instructions. Keyboard

selections are user defineable. Full instructions will appear on the screen. The man is controlled in four directions. Up, down, left or right. Press the FIRE button to release a bomb.

STATUS and SCORING

The player's score is displayed on the screen, as are the number of bombs remaining and the bonus time referring to that screen level. The Key and Letter bonuses are displayed on the screen when obtained. There are four different screens of play each of varying difficulty. After each level is completed, the bonus time multiplied by ten is added to the players score. Each car blown up equals 500 points. The Ladder bonuses equal 100 points. All three pieces of the bonus Key scores 5000 points. Obtaining all Letter bonuses gains an extra life plus 1000 points.

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If you have written a good program why not contact us, without obligation, to discuss marketing it for you. Write to:

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PRODUCED BY JON WOODS

AMSTRAD